

CLAIMS

1. A photographing game machine, comprising:
 - a camera-type input device allowing a subject included in a photo shooting range to be seen through a window;
 - a display device displaying a predetermined game screen including a target to be photographed; and
 - a game operation section performing predetermined game operations based on a position on said game screen, at which said camera-type input device is pointed.
2. The photographing game machine according to claim 1, wherein said game operation section comprises:
 - a photographed image extraction section extracting as an imitational photographed image an image on said game screen included in a predetermined range centering around the position on said game screen, at which said camera-type input device is pointed.
3. The photographing game machine according to claim 1, wherein said camera-type input device comprises a shutter switch through which a player provides instructions to take a photograph, and
 - said photographing game machine comprises a photo shooting position detection mechanism detecting as a photo shooting position the optional position on said game screen, at which said camera-type input device is pointed, when said shutter switch is operated.
4. The photographing game machine according to claim 3, wherein said game operation section comprises:
 - image generating unit for generating image data of said game screen to be displayed on said display device; and
 - photographing judgment unit for making a judgment of whether or not a predetermined task given to the player can be achieved, by comparing the display position of said target

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included in said game screen with said photo shooting position detected by said photo shooting position detection mechanism.

5. The photographing game machine according to claim 3, wherein said display device comprises a scan type display screen, and

said photo shooting position detection mechanism comprises:

light receiving unit that is placed in said camera-type input device and detects directive incident light;

screen lighting unit for making the screen of said display device emit light when said shutter switch is operated; and

position detecting unit for detecting said photo shooting position based on timing of detecting light by said light receiving unit placed in said camera-type input device, when the screen of said display device is made to emit light by said screen lighting unit.

6. The photographing game machine according to claim 3, wherein said photo shooting position detection mechanism comprises:

a light emitting section that is placed in said camera-type input device and launches predetermined directive light towards the screen of said display device;

a screen constituted by a translucent member that is placed between said camera-type input device and the screen of said display device;

photographing unit for taking a photograph of said screen; and

position detecting unit for detecting said photo shooting position, by detecting a position on said screen that is reached by the light launched from said light emitting section towards the screen of said display device, based on the result of photographing by said photographing unit.

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7. The photographing game machine according to claim 1, further comprising:

a photo shooting position detection mechanism detecting as a photo shooting position an optional position on said screen, at which said input device is pointed, by making the display screen of said display device emit light; and

photographed image extracting unit for cutting off image data included in a predetermined photo shooting range including said photo shooting position out of image data corresponding to a non-light-emission screen displayed in timing before or after timing of emitting light, when the display screen of said display device is made to emit light to perform detection of said photo shooting position.

8. The photographing game machine according to claim 7, wherein said input device comprises a shutter switch through which the player provides instructions to take a photograph, and

processing of detecting said photo shooting position by said photo shooting position detection mechanism and processing of cutting off image data by said photographed image extracting unit are performed, when said shutter switch is operated.

9. The photographing game machine according to claim 1, wherein said input device is operated by the player, by maintaining almost constant distance from the display screen of said display device, and

said photographed image extracting unit defines as said photo shooting range a definite area centering around said photo shooting position.

10. The photographing game machine according to claim 8, wherein said photo shooting position detection mechanism comprises screen lighting unit for making the screen of said

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display device emit light when said shutter switch is operated, and

when two consecutive screens become light emitting objects at the time of making the screen of said display device emit light, said screen lighting unit delay timing of emitting light by the screen that becomes a light emitting object later by at least one screen, and inserts said game screen between the two screens that are light emitting objects.

11. The photographing game machine according to claim 10, comprising a plurality of said input devices.

12. A photographing game machine comprising:

an input device allowing a subject included in a photo shooting range to be seen through a window;

a display device displaying a predetermined game screen including a target to be photographed;

a photo shooting position detection mechanism detecting as a photo shooting position an optional position on said screen, at which said input device is pointed, by making the display screen of said display device emit light; and

photographed image extracting unit for cutting off image data included in a predetermined photo shooting range including said photo shooting position out of image data corresponding to a non-light-emission screen displayed in timing before or after timing of emitting light, when the display screen is made to emit light to perform detection of said photo shooting position.

13. A photographing game processing method, comprising:

a first step of detecting a position on a game screen, at which a camera-type input device is pointed, by making a display screen of a display device emit light;

a second step of making a judgment of relative positional relation between the position on said game screen detected

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in said first step and a predetermined target included in said game screen;

a third step of making a judgment of whether or not a predetermined task given to a player can be achieved, based on the result of the judgment in said second step; and

a fourth step of cutting off image data included in a predetermined photo shooting range including said photo shooting position out of image data of a non-light-emission screen displayed in timing before or after timing of emitting light, when said photo shooting position is detected in said first step.

14. An information storage medium comprising a program for detecting a position on a game screen at which a camera-type input device is pointed, and performing different game processing depending on relative positional relation between this detected position and a predetermined target on said game screen.

15. An information storage medium comprising a program for detecting as a photo shooting position an optional position of game screen at which a camera-type input device is pointed, by making a display screen of a display device emit light, and cutting off image data in a predetermined range including said photo shooting position using a non-light-emission screen displayed in timing before or after timing of emitting light.

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